

SUPER PAC-MAN



7800™ Game Manual

It's a Bird... It's a Plane...

The **Monster Gang** from **PAC-MAN** is at it again! Who will stop their dastardly deeds? Never Fear! Super PACMAN is here to save the mazel!

Getting Started

1. Insert the Super Pac-Man™ cartridge into your ATARI® 7800™ ProSystem as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward, or press [Select] to choose a one- or two-player game. Move the controller handle to the left or right to choose a maze difficulty level: Apple, Banana, Burger, Egg, Corn, Cake, Turnip, Melon, Mushroom, Bell, Clover, or Present.
4. Press [Reset] or the left controller button to start the game.
5. Press [Pause] to pause the game; press it again to resume play.
6. Super Pac-Man will move in the direction you move the controller handle.

Playing The Game

Eat the keys to open the doors blocking the tasty goodies you must snap up to clear the maze. Champ a Power Pellet to gobble up the Monsters like in classic PAC-MAN or forego the mild-mannered munching with a Super Pellet and become the super-sized, super-fast, super-invulnerable Super PAC-MAN, capable of smashing down the doors that block your passage!

MONSTERS – There are 4 unique Monsters that chase PAC-MAN around the maze:

- **Blinky (RED)**: The fearless leader of the Monsters.
- **Pinky (PINK)**: Smart and good at ambushing PAC-MAN.
- **Inky (AQUA)**: Tends to be a little off target, but watch out if he gets close!
- **Clyde (GOLD)**: The least aggressive of the bunch.

KEYS – There are fifteen keys. Eating a key will cause one or more doors to open.

FRUIT – Eat all of the fruit and pellets on a stage to pass to the next stage.

No, it's Super Pac-Man!!!

POWER PELLETS – There are four blinking white dots. If PAC-MAN eats one, the Monsters will turn blue temporarily. During this time you can eat the Monsters and score bonus points!

SUPER PELLETS – There are two large pulsing green dots. If PAC-MAN eats one, he turns into Super PAC-MAN. Super PAC-MAN moves faster, breaks through doors and passes over Monsters without harm. While super, press the button on your controller to move even faster!

WARP TUNNEL – These are located on the left and right sides of the screen. You can use them to move from one side to the other.

You must guide PAC-MAN through the maze by moving your controller (UP, DOWN, LEFT, RIGHT). Avoid the Monsters and gobble up all the fruit. Eating a Power Pellet turns the Monsters dark blue, while they are blue, PAC-MAN can eat them. The even larger Super Pellet turns you into Super PAC-MAN with the ability to fly quickly over the maze eating up items and smashing open doors. Super PAC-MAN also has the ability to move even quicker by pressing the button on your controller.

BONUS STAGE – Some stages are Bonus Stages. In these stages, there are no Monsters to avoid, you must simply collect all the goodies and pellets before the bonus timer reaches zero. The faster you clear the stage, the more bonus points you score at the end of the stage.

Tips and Tricks

- At the beginning of each stage, concentrate on picking up as many keys as possible before collecting any items. This way, you have access to more of the maze.
- When you are Super PAC-MAN, collecting a Power Pellet extends your Super time until the Power Pellet runs out.
- PAC-MAN travels faster than the Monsters when going through the tunnels that are on the left and right sides of the maze as well as under the Monsters' Lair.
- Make fast turns by moving your controller in the desired direction just before you reach a corner.

Scoring

KEY	50 points
POWER PELLETT	100 points
SUPER PELLETT	100 points

FOOD:

Start out at 10 points each, and increment 10 points per level, to a maximum of 160 points.

BLUE MONSTERS:

200 points for the first Monster, 400 for the second, 800 for the third, and 1600 for the fourth.

BONUS STAR:

Once you eat enough items, a Lucky Bonus Star will appear in the middle of each maze. You score points if you collect this star, from 200–1600 points. If you collect it when the two changing items match exactly, you get 2000 points. If the matching items also match the current level's food, you get 5000 points.

EXTRA TURNS:

Get an extra turn when you reach 30,000 and 100,000 points.

A BIG thank you is extended for helping me with the harder aspects of getting this game to work.



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